PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01144

Bugs Bunny & Taz™ Time Busters™

INFOGRAMES

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Bugs Bunny & Taz™ Time Busters™

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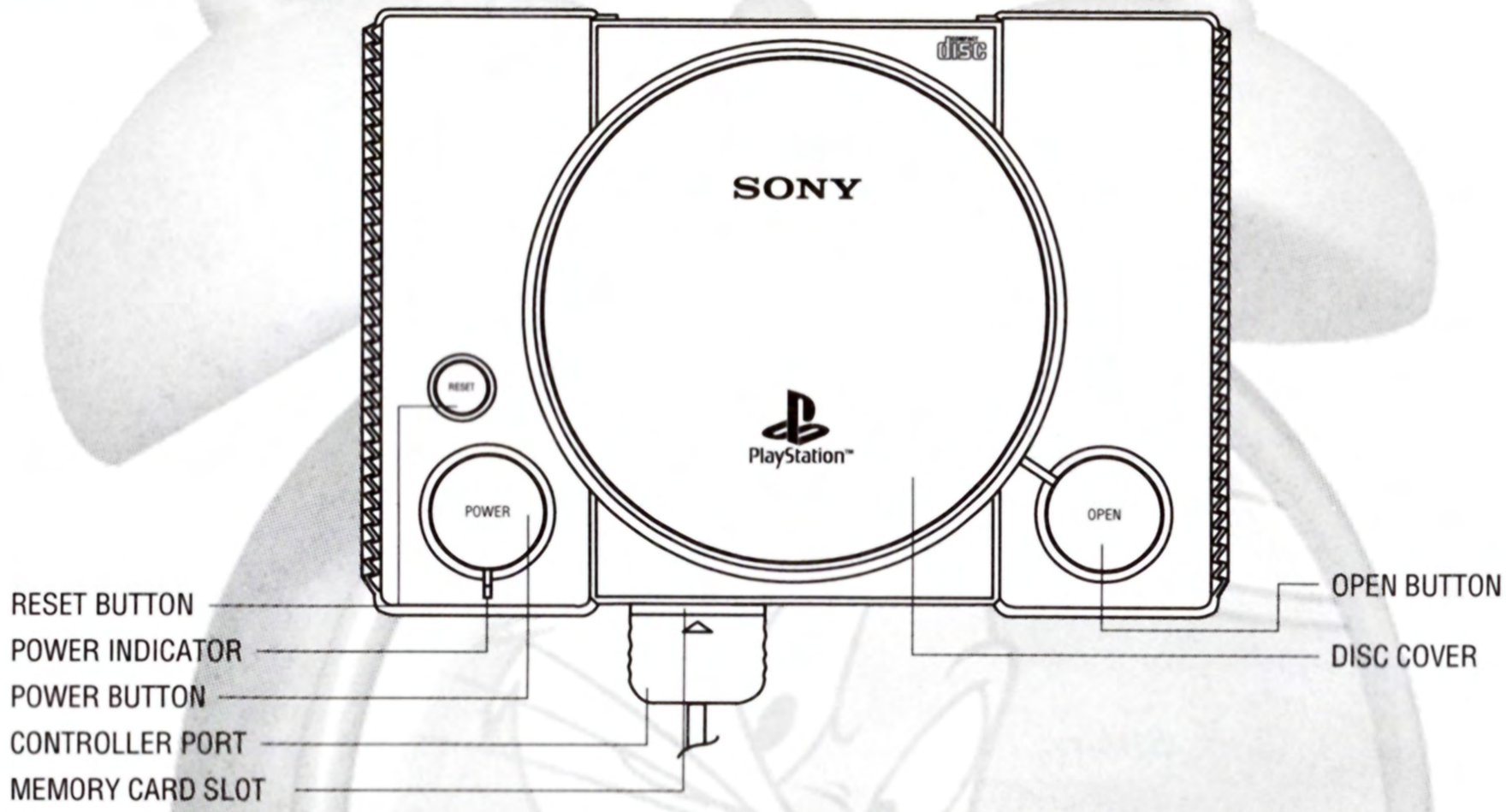
GETTING STARTED



1. *Set up your Console according to the instructions in the User's Manual.*
2. *Check that the console is OFF before inserting or removing a Disc.*
3. *Insert the* ***"Bugs Bunny™ and Taz™ : Time Busters"*** *Disc and close the Disc Cover.*
4. *To reload a game or save a game, insert a MEMORY CARD in MEMORY CARD slot 1. Before starting check to make sure you have enough free blocks available.*
5. *Connect your Controller to Controller Port 1 (connect a controller to Port 2 for a 2 player game.) and turn on the Console using the Power Button (ON). It is recommended that you do not connect or disconnect peripherals or MEMORY CARDS while the Console is turned on.*

CONTROLLING BUGS BUNNY

Ear Copter ..... ◎

Jump ..... ⊗

Kick ..... □

Action ..... △

Switch Camera **R1**

Call Bugs/Taz **L1**

Rotate Camera Left **R2**

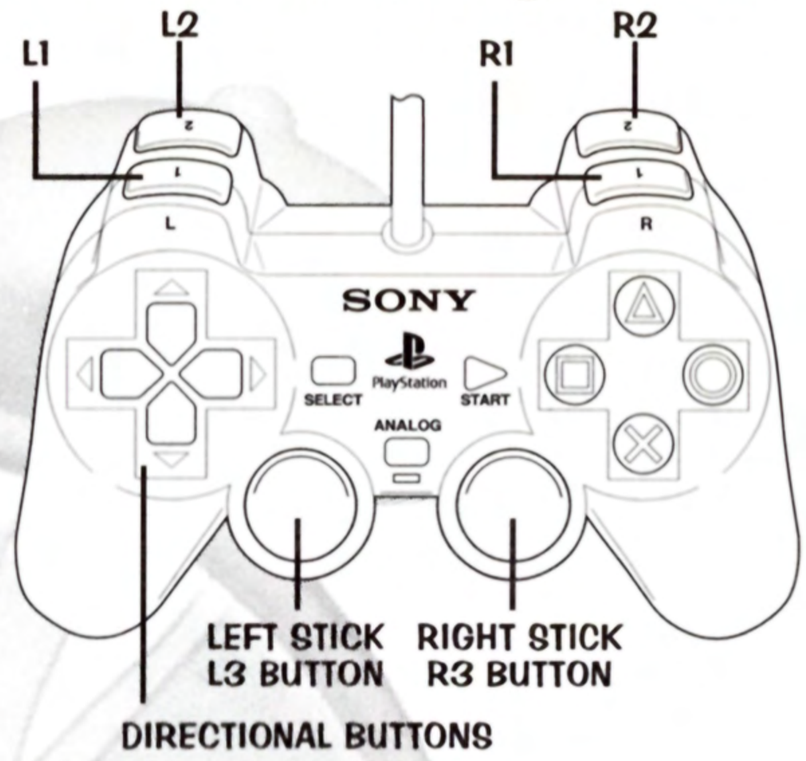
Rotate Camera Right **L2**

***Switch between Run & Walk** **L3**

***Second character jump** **R3**

***Note:** DUALSHOCK™ analog controller needed for this character control. Make sure Analog mode is selected (LED:RED).*

DUALSHOCK™ analog controller



Directional Buttons or Left Stick

- *Run forward /climb up objects (e.g. ropes and trees)*
- *Run toward the camera /slide down objects (e.g. ropes and trees)*
- *Run left*
- *Run right*

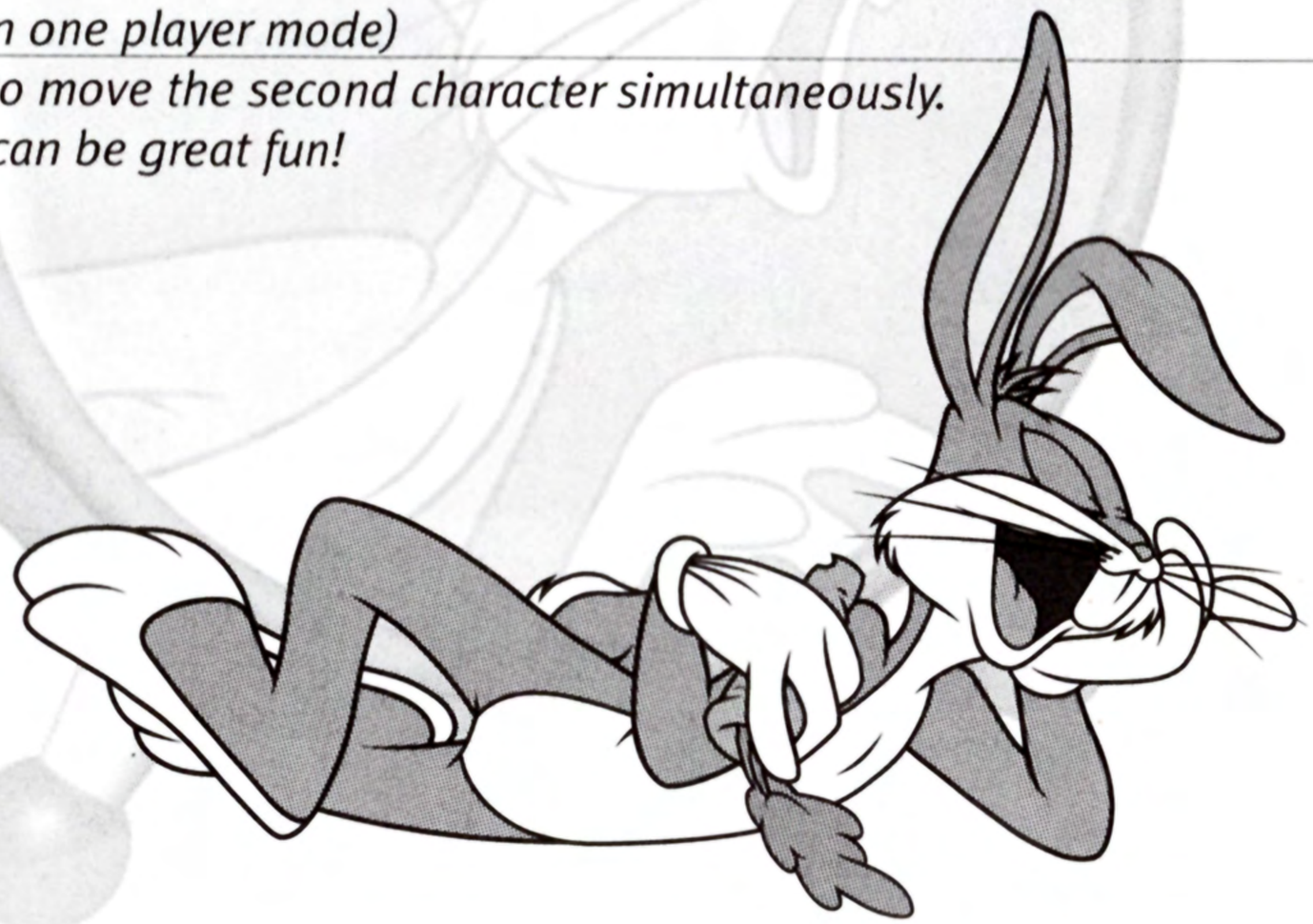
** You can toggle between walking and running by pressing the left stick down once. This is not necessary, but it can be very useful if you want to move around carefully.*

Jump/Bounce	*Press the **"Jump"** Button.*
Ear Copter	*Press the **"Jump"** Button and then press the **"Ears"** Button.*
Sneak	*Hold the **"Ears"** Button and use the Directional Buttons or the Left Stick.*
Pick up an object*	*Press the **"Action"** Button.*
Drop an object*	*Press the **"Action"** Button.*
Throw an object*	*Press the **"Kick"** Button.*
Kick an object or an enemy	*Press the **"Kick"** Button.*
Call Taz	*Press the **"Call Bugs/Taz"** Button.*
Switch camera to Taz	*Press the **"Switch Camera"** Button.*

** Only small objects can be picked up by Bugs Bunny, boxes can't!*

Right Stick *(optional; only in one player mode)*

The right stick can be used to move the second character simultaneously. This is not necessary, but it can be great fun!



SPECIAL CONTROLS FOR BUGS BUNNY

Swimming: *Once in the water, press the "Kick" Button and use the Directional Buttons or Left Stick to move.*

Land softly using Bugs Bunny's ears to fly like a helicopter: *Hold the "Ears" Button while falling.*

Dive into a rabbit hole: *Press the "Jump" Button then the "Action" Button when standing over a rabbit hole.*

Tunneling underground: *Use the Directional Buttons or the Left Stick while Bugs Bunny is underground.*

Underground bump: *Press the "Jump" Button when underground.*

To climb out of a rabbit hole: *Press the "Jump" Button.*

Trampoline Jump: *Press the "Jump" Button on Taz's head to reach higher locations. (This ability is acquired by Bugs Bunny later in the game).*

Super roll: *Hold the "Kick" Button for a minimum of 3 seconds. Release to stop the super roll. (This ability is acquired by Bugs Bunny later in the game).*

Bugs Bunny's view: *Hold L2 Button and R2 Button at the same time and use the Directional Buttons or the Left Stick to control the direction of view.*

Carrot shooter: *Hold L2 Button and R2 Button at the same time, use the Directional Buttons or the Left Stick to aim and press the "Kick" Button to shoot carrots. (This ability is acquired later in the game).*

CONTROLLING THE TASMANIAN DEVIL

Pull a face ..... ○

Jump ..... ✕

Spin ..... □

Action ..... △

Switch Camera *R1*

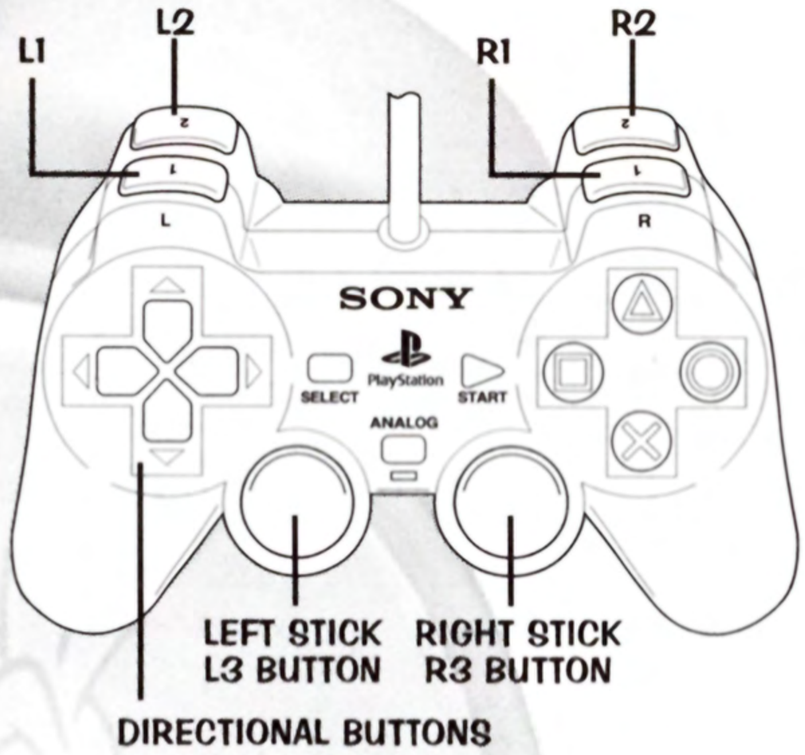
Call Bugs/Taz *L1*

Rotate Camera Left *R2*

Rotate Camera Right *L2*

**Switch between Run & Walk* *L3*

**Second character jump* *R3*



***Note:** DUALSHOCK™ analog controller needed for this character control. Make sure Analog mode is selected (LED:RED).*

Directional Buttons or Left Stick

Run forward

Run toward the camera

Run left

Run right

** You can toggle between walking and running by pressing the left stick down once.This is not necessary, but it can be very useful if you want to move around carefully.*

Jump/Bounce ..... *Press the **"Jump"** Button.*

Push an object ..... *Hold the **"Action"** Button and use the Directional Buttons or Left Stick when near an object that can be pushed.*

Pick up an object ..... *Press the **"Action"** Button.*

Drop an object ..... *Press the **"Action"** Button.*

Throw an object ..... *Press the **"Spin"** Button.*

Spin an object or an enemy ..... *Press the **"Spin"** Button.*

Call Bugs Bunny ..... *Press the **"Call Friend"** Button.*

Switch camera to Bugs Bunny ..... *Press the **"Switch Camera"** Button.*

Right Stick *(optional; only in one player mode)*

The right stick can be used to move the second character simultaneously. This is not necessary, but it can be great fun!

SPECIAL CONTROLS FOR TAZ

Swimming: *Once in the water, press the Spin Button and use the Directional Buttons or Left Stick to move.*

Scaring small characters: *Press the "Pull a Face" Button. (This ability is acquired later in the game).*

Dig a Rabbit Hole: *Press the "Jump" Button then the "Action" Button when standing over a rabbit hole.*

Super Spin: *Hold the "Spin" Button for at least 3 seconds. Release to stop the Super Spin. (This ability is acquired later in the game).*

Bubble Gum Flight: *Press the "Spin" Button near a bubble gum dispenser. Pick up the bubble gum by pressing the "Action" Button. Once in the air, use the "Jump" Button to increase the size of the bubble. (This ability is acquired later in the game).*

Throw Bugs Bunny: *First, pick up Bugs like any other object using the "Action" Button. Then use the "Spin" Button to throw him away. You can also drop him using the "Action" Button again. (This ability is acquired later in the game).*

Tasmanian Devil's View: *Hold L2 and R2 at the same time and use the Directional Buttons or the Left Stick to control the direction of view.*

AN ADVENTURE THROUGH TIME BEGINS

While on duty as the top pest controller for "Jet Age Pest Control", ***Daffy Duck™*** *accidentally breaks Granny's time regulator and is thrown back in time with the core of this machine, a precious Time Gem. It's up to* ***Bugs Bunny™*** *and the* ***Tasmanian Devil™*** *to bring back this Time Gem and restore order to time. To do so, this unlikely pair will have to travel through 4 different eras in time and will come up against some of the toughest adversaries around such as:* ***Yosemite Sam™, Elmer Fudd™, Babba*** *and* ***Count Bloodcount™****.*

TWO CHARACTERS: SAME PLACE, SAME TIME!

One player mode

In this mode, you control one character at a time. Simply press the **"Switch Camera"** Button when you need to control the other character. If a character gets stuck off screen, press the **"Call Friend"** Button to bring him back on screen. The enemies will only attack the character you control.*

** The right stick can be used to move the second character simultaneously. Try it! This is not necessary...but boy, it is cool!*

Two player mode

***"Bugs Bunny and Taz: Time Busters"** offers a unique gameplay innovation – two controllable characters on screen at the same time! In two player mode, one of the two players (Player A) has the control of the camera and the other player (Player B) **must follow** him. The camera control can be switched from player to player at any time. To do so, Player A pushes the **"Switch Camera"** Button and the switch is made. Player A becomes Player B and Player B becomes Player A. In this mode, the enemies attacks the nearest character on screen.*

If Player B gets stuck off screen or goes out of Player A's range, the camera locks on Player A only and Player B becomes temporarily disabled (not playable and not affected by enemies). There are three ways to re-enable Player B:

1. ***Player A** can find Player B and get closer until the camera locks on both characters.*
2. ***Player B** can push the **"Call Friend"** button to get back in the action.*
3. ***Player A** can push the **"Switch Camera"** Button; then, the camera locks on Player B.*

WHO'S IN THE GAME?

Bugs Bunny: *Everyone's favorite cartoon character is back and he is Lost in Time...Again!!!! Now, he must help fix Granny's time regulator. Bugs is wise, agile and can perform a wide array of moves. Use him for the missions that require precise or sneaky control.*

Tasmanian Devil: *Taz is here as Granny's side kick/apprentice/"pet"! Granny has sent him to help Bugs in his quest. Of course, he doesn't totally sympathize with Bugs (he really loves rabbit... for dinner!). Some of Taz's wild characteristics will be useful for tasks such as picking up and pushing really heavy objects or using his tornado spin to break through stuff. Unfortunately, he is too unpredictable to accomplish missions that require stealth and delicacy.*

Daffy Duck: *Aware that he can now travel through time using the Time Gem and become rich with all those treasures, he will roam the different eras to get as much as he can. Sometimes, he will also beg Bugs Bunny to save him from big enemies chasing him. For the majority of the time, Daffy is more of an annoyance than a real enemy. Naturally, Bugs must get his hands on the precious Time Gem before Daffy causes anymore trouble.*

Granny the Time Keeper: *Granny acts as the guide and mentor in the adventure. In addition to teaching special moves, she reveals information and hints to guide you in this quest via a magic mirror. Because she must keep an eye on the Time Regulator, she can't directly participate in the adventure.*

Tweety: *Tweety is another of Granny's pets. He acts as a messenger when Granny wants to talk to Bugs and Taz. When they see him, they must get close to him and simply press the "Action" Button. Tweety will then put them in contact with Granny.*

STARTING THE GAME

Once the language selection has been made, the title screen displays, after the ***"Press START"*** *screen, the following options:* ***New Game, Load Game*** *and* ***Credits****. If nothing is selected, the game demo is launched. Select* ***New Game*** *to start. When* ***Load Game*** *is selected, you can continue a previously saved game. The next menu will feature the following two options:* ***One Player and Two Players****. Next, select Start Game and have fun!*

GRANWICH

Before Bugs Bunny and Taz set off to explore time, they must stop off at Granwich, home of the Time Regulator. Here Granny will offer them a training session to prepare them for their adventure. You must collect a number of gears scattered in Granwich to gain access to the first era. To learn about a particular move, you must find Tweety in the area and press the ***"Action"*** *Button when near him. Granny will then explain the training steps to help you collect the gears needed.*

Note: *If you get stuck and can't find the answer here, be sure to check www.looneytunes-games.com for more hints, tips and codes!*

THE MAGIC MIRROR

When the adventure begins, Granny gives Bugs and Taz a magic mirror. It'll be very useful during your escapade through time. The holder of the mirror controls the camera. It is particularly useful if your friend gets out of range or goes too far. You can magically bring him back using the mirror. Watch the mirror icon to know who's holding it! It's also possible to change the camera control by using the swap command.

SELECTING AN ERA

It is through Granwich that Bugs and Taz will travel through time. Each era is represented by a magical door that connects to a specific era. The first era can be opened by collecting the gears scattered in Granwich. The other doors can only be opened once the Boss of the previous era has been defeated and the required number of gears have been collected.

TIME ERAS

Bugs and Taz are now ready to meet Granny's challenge. To do so, this unlikely pair will have to travel through 4 different eras and will come up against some of the toughest adversaries around such as: ***Yosemite Sam, Elmer Fudd, Babba****, and* ***Count Bloodcount****.*

The Aztec Era: *In the ancient world of the Aztecs, search the temples, play funny games like the "pelota" or "catch the monkeys" and meet the first era boss – The mighty Yosemite Sam!*

The Viking Era: *Visit the Viking Village and solve puzzles like "village statues" or play short games like "ring-and-roll" until you open the Boss's Lair and there... meet the terrible Viking boss Elmer Fudd!*

The Arabian Nights: *Enter the magical world of the Arabian era. Rescue genies, avoid snakes and... dance! Yes, dance! And prepare to face the mighty Guardian of the thieves' treasure: Babba! And be careful... because, Babba chops!*

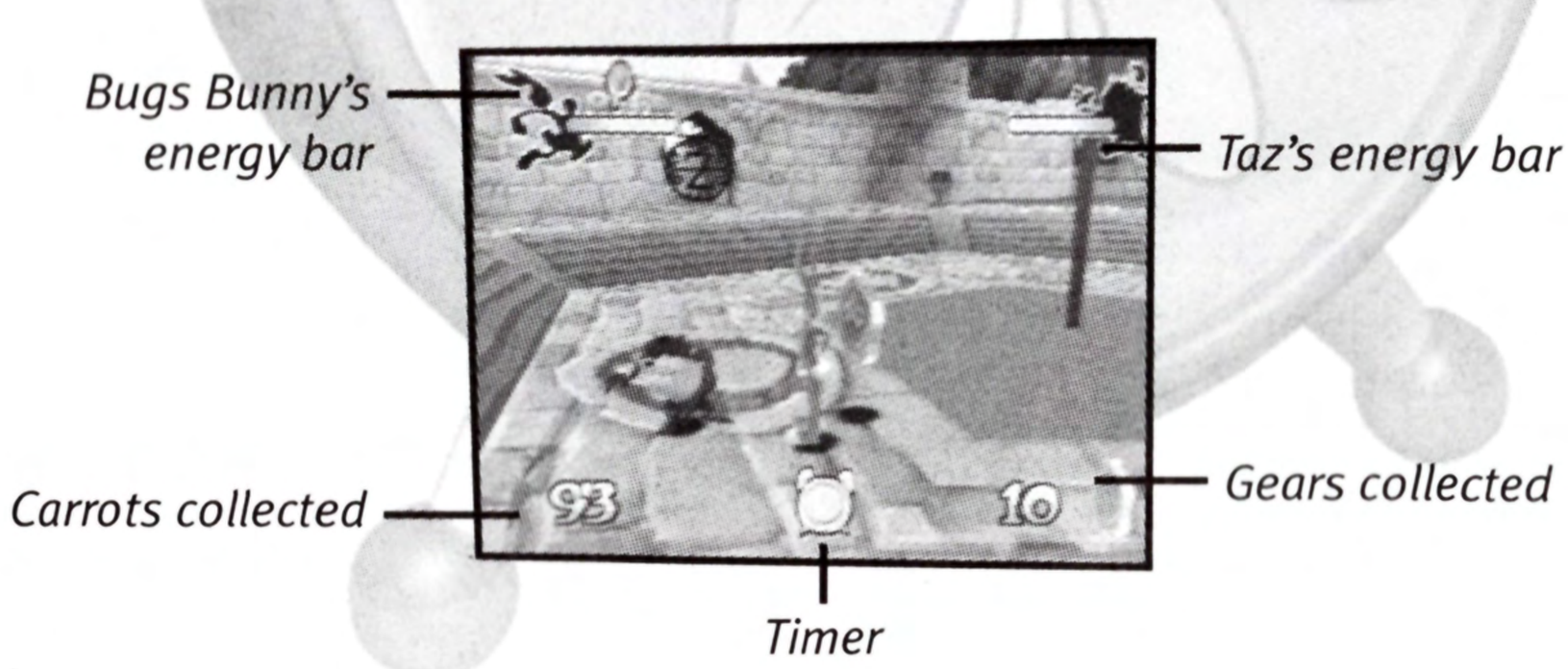
Transylvania: *This is your very last destination. Visit the spooky world of Count Bloodcount, Lord of this era. Play rugby with huge monsters, visit Zoovania and even swap bodies to complete a crazy mission in the frightening Transylvanian Village. Beat the Count and get the Time Gem back for Granny!*

PAUSING THE GAME

*Press the **START** button to pause the game. A menu will appear. Use the Directional Buttons or the Left Stick to scroll up and down through the options and press the ⊗ button to make your selection:*

- *Save Game will allow the player to save at anytime during the game.*
- *Inventory (see below for information about the inventory section).*
- *Level Hints gives you clues to succeed in the level you are in.*
- *Options allows the player to: select the stereo or mono versions; increase or decrease the Music, Sound Effects and Volume; Activate or Deactivate the Vibration Function on the DUALSHOCK™ analog controller; and view or hide the on-screen display panel.*
- *Quit to the Central Area (of the present Era).*
- *Quit to Granwich (this option is not available in Granwich).*
- *Quit Game allows the player to return to the title screen.*

THE IN-GAME ACTION SCREEN:



WATCHING YOUR ENERGY LEVEL

Energy is represented by a special indicator on the action screen and both characters have their own. When the energy is at its maximum level the indicators are full (opaque). Energy decreases each time a character is hurt and can be refilled by picking up carrots. When the energy indicators of the two characters are empty, the player loses a try. When there are no more tries left, a screen proposes to continue or simply end the game. If the ***"Continue"*** *option is selected, the game restarts at the beginning of the player's last location with 3 more tries.*

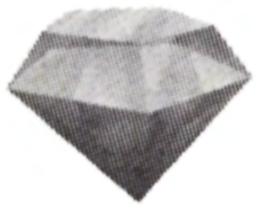
KEY ITEMS

Clapboards... Your chance to try again!

When Bugs and Taz are both out of energy, they lose a "try"! These are represented by movie Clapboards. The game starts with 3 Claps and they can be recovered by picking up similar icons hidden in the environment. When no more tries remain, the game is over.

Revive your lost pal – use the Delivery Boxes!

When one of the two characters is out of energy, the other continues the quest alone. In order to get the lost character back, you must find a Special Delivery Box and break it open. Then, the rescued character becomes available again and can follow the active one. The Special Delivery Boxes are placed in strategic positions throughout the game.



Your Ultimate Goal – The Time Gem!

The core of the Time Regulator. Bugs and Taz must retrieve the Time Gem before another accident happens. This will happen only at the very end of the game after the final fight with the last boss.

Carrots are good for you!

They refill the characters' energy until their energy bars become full. Afterwards, they are added to the carrot counter and can be traded to play a mini-game or used as ammunition in Bugs' Carrot Shooter.

Time Regulator Gears – Collect them all!

These need to be collected in order to make the Time Regulator work. There are 5 different gears with 5 different values attached to them: Metal–1; Bronze–5; Silver–10; Gold–25; Crystal–100.

Acme Boxes

Break 5 of these in a level to receive a gear.

Boss Tokens – Prepare to meet the Boss!

There are 3 Boss Tokens to find in each era. They are the keys to access the Boss level.

THE ULTIMATE GOAL

*To complete the game, the player must go through the **4 Levels of each Era**, find enough **"Regulator Gears"** to progress in the game and finally bring back the **"Time Gem"**. However, to fully complete the game, the player must visit all areas, collect all the **Gears**, break every **Acme Box**, collect all the **Boss Tokens** and find all the **"Lost in Time" Characters** of each era.*

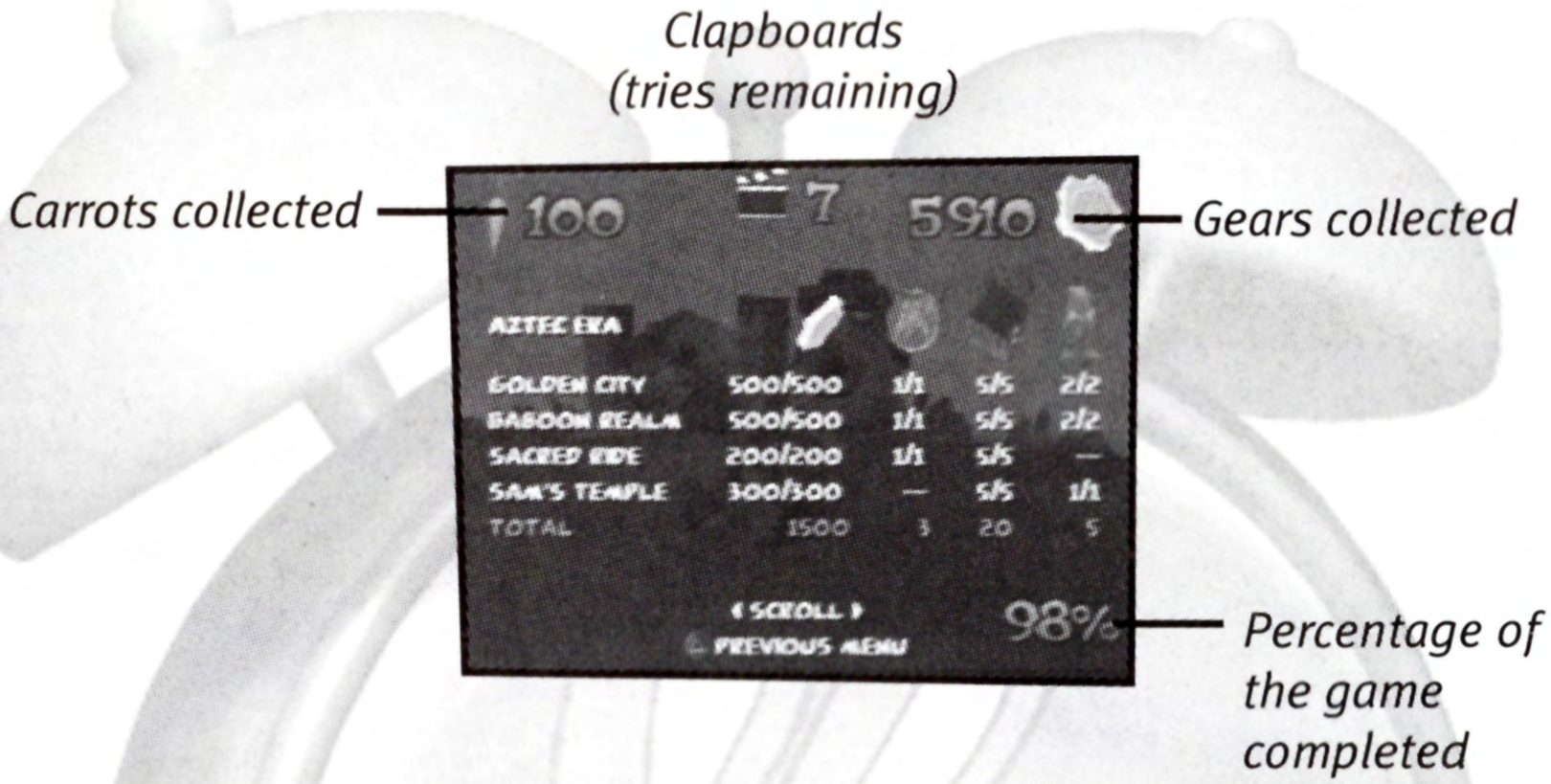
"LOST IN TIME" CHARACTERS

Characters of different eras have been accidentally hurled out of their proper era. They must all be found and returned to their respective worlds. This will happen when the player touches them. As a reward, additional Gears will be given.

INVENTORY

When the player selects the Inventory Option in the pause menu, this brings up the inventory screen. The Inventory screen displays the Era Levels with the number of Gears, Acme Boxes and Boss Tokens collected so far as well as the number of "Lost in Time" Characters found. The Left and Right Directional Buttons (or the Left and Right Stick) can be used to display other Era statistics.

The inventory screen:



USEFUL OBJECTS AND WEAPONS

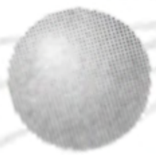
ACME Bomb: *Bugs can throw them at enemies.*

Torch: *Bugs can light or burn certain objects.*

Mallet: *Bugs can break objects or squash enemies.*

Boxes: *Taz can push, lift and stack them.*

Shield: *Protects Taz's head from falling objects.*



Bubble Gum: *Helps Taz fly to out of reach locations.*

Anvil: *Watch your head, and everything else.!*

HOW TO ELIMINATE AN OPPONENT

There are many different ways to eliminate an opponent. First, jump on his head, it will either stop or eliminate the opponent. Then give him a kick or a spin! This method can be used on most smaller enemies. You can also use special weapons or features on some larger opponents, lure them into traps or under falling objects like anvils! There are many other ways to eliminate an opponent. Experiment and find out!

HEY! WHAT ARE YOU LOOKING FOR? (TRACKING HEAD)

When the in-use character's head turns automatically in a specific direction, it means that something can be read or it is simply used to attract the player's attention. The player must move his character in the direction indicated to see what's going on (a floating gear or anvil, a sign or a hidden enemy). If the player switches to the first person view mode, the camera will automatically point towards the targeted object, character or area.

SAVING YOUR POSITION

To save, you should verify that you have inserted a MEMORY CARD in MEMORY CARD Slot 1.

During the first save, the game will ask you to create a save file which needs 1 free block. You can save up to 6 different games in 1 block.

The player can save anywhere in the game. This will only save the game status (objects found, quests done, etc.) but not the characters' exact position in a level. Reloading a game will make the player start at the beginning of the level or era where he or she has saved.

CREDITS

Artificial Mind and Movement

Art Director & Lead Designer
Claude Pelletier

Executive Producer
Rémi Racine

Producer
Denis Lacasse

Associate Producer
Martin Rhéaume

Design Project Lead
Thomas Wilson

Game Design
Steeve Lapointe
Claude Pelletier
Thomas Wilson

Additional Game Design
Jean-François Bergeron
Carl Loiselle
Mario Lord

Scripts & Texts
Steeve Lapointe
Claude Pelletier
Mario Lord
Thomas Wilson

Lead Programmer
Martin Ross

Senior Programmers
Stéphane Leblanc
Sylvain Morel

Programmers
Jonathan Bouchard
Philippe Gagnon

Lead Tools Programmer
Simon Chouinard

Tools Programmers
Dominic Brown
Sébastien Hudon
Frédéric Hébert

Additional Tools Programmers
Valérie Méthot
Mathieu Tanguay
Pierre Couillard
Gérard Bélair

Lead Integrator
Pierre Couillard

Integration Project Lead
Gérard Bélair

Integrators
François C. Asselin
Dominic Fleury
Nancy Gaudreau
Mathieu Paquet
Saray Pech
Frédéric St-Pierre
Philippe Turcotte

Additional Integrator
Maxime Carrier
Stéphane Gravel

Lead Modeler
Mario Brodeur

Modelers
Stéphane Joncas
Marie-Hélène Ross

Lead Animator
Stéphane Labrecque

Animator
Stéphane Duchesne
Marc Garant

Additional Animator
David Tardif

Lead 2D Artists/Lighting
Martin Dubeau

2D Artist/Lighting
Elise Rochefort
Florin Stoenescu
Thomas Wilson

Additional 2D Artist/Lighting
Jean-Pierre Lapointe
Guy Parent

Lead Sound Technician
Yves Gendron

Sound Technician
Mathieu Jeanson
Jean-Frédéric Vachon

Beta Testers
Yan Badeaux
Jean-Philippe Gagnon
Patrick Ruel

Additional Modelers
Frédérick Tardif
Pascal Brulotte
René-Calude Parent

Music
Studio Global
Gilles Léveillé

Facilitator
Alain Moreau

MIS
Martin Saindon
Etienne Lafrenière

Infogrames

VP of I. Heroes
Kerri Orders

Executive Producer
Olivier J. Robin

Marketing Development Manager
Lisa Cheney

Brand Manager
Dawn Paine

Product Manager
Justyna Cielecki

Art Director
Nicolas Pothier

Package Design
Jean-Claude Menenteau,
Olivier Lachard

Manual Design
Michel Megoz

Edition
Emmanuelle Tahmazian
Patrick Chouzenoux
Sophie Wibaux
Sylvie Combet
Beatrice Vrdoljak
Jerome Gouvenot

Translation
Beate Reiter
Beatrice Rodriguez
Monika Steinhauer
Detlef Richter

Territory Marketing
US: Jeff Nuzzi
UK: Nichola Bentley
France: Stephanie Camau
Germany: Carmen Metz
Italy: Giorgia Jannelli
Spain: Laura Aznar

Benelux: Tim Verschure
Portugal: Gisella Viera

QA Manager France
Olivier Robin

Qualitative Tests Supervisor
Dominique Morel

Qualitative Tests Coordinator
Emmanuel Cholley

Qualitative Tests Team Leader
Sébastien Soulier

Testers
Nicolas Pacaut
StÈphane Randanne
Christophe Labrune
Leila Soui
Aurélie Crawford
Stéphane Carmignani
Stéphane Recoupé
Olivier Bernard

Localisation Testing
Supervisor
Vincent Laloy

Localisation Testing Coordinator
Mercedes S·nchez GarcÌa

Localisation Testing Team Leader
Marlous van Vliet

Localisation Testing Testers
Gayle Blake
Marjolaine De Claviere
Laura Erena Vicente
Christin Firschau
Leonora Franzke
Giuseppe Puntarello
Eugenia Veronese
Ina Wierstra

Debugging Test Supervisor
Bruno Trubia
Stephane Pradier

Debugging Test Coordinator
Jérôme DI TULLIO
Vincent Hattenberger

Debugging Test Team leader
Matthieu Flechaire

Tester
Valérie BARRANCO
Adrien BALMELLE
Mickaël SAIGHI
Bruno CHABANEL
Fabien LAUTON
Julien SINGER
Sébastien APRIKIAN
Karim BENYOUCEF
David ERCHOFF-COSTET
William JAULAIN

Technical Support Group
Jean-Marcel Nicolai
Rebecka Pernered
Celine Laurenson

Special Thanks
Bruno Bonnell
Jean-Philippe Agati
Norbert Cellier
Fabienne Fournet
Christophe Maridet
Markus Windelen
Noele Rigot
Catherine Simon
Scott Fink
Anne-Christine Gasc
Eric Baptizat

Infogrames North America

Executive Producer
Christophe Gomez

Associate Producer
David Abrams

Assistant Producer
Dave Brown

Marketing Director
Jeff Nuzzi

QA Lead Tester
Jason Cordero

QA Testers
Eric Alberson
Chris Sendejas
Richard Higbee
Kirk Sanford
Jack Gardner

Special Thanks
Joy Schneer
David Costello
Kara Redmon
Victor Biron
Romeo Corsi
Luis Rivas
Jason Bell
Michael Gilmartin
Dorian, Erick, Brian, Scott, Francine, Naomi, Laurence, Maxence and Samuel

Warner Bros. Interactive Entertainment

Exec. Producer
Brett Skogen

Creative Director
Charles Carney

Art Directors
Allen Helbig
Peter Tumminello

Special thanks to
Michael Harkavy
Rob Sebastian
Scott Johnson
Jim Molinaro
Heidi Behrendt
Ames Kirshen
Stephanie Green
Zachary Monge
Lorri Bond
Collette Sunderman
Julie McNally
Karen Bailey
Anoush Kevorkian

English Voice actors
Joe Alaskey
Daffy Duck, Tweety, Count Bloodcount, Gruesome Gorilla, Gas-House Gorilla, Ali Baba Genie

Jim Cummings
Taz

June Forey
Granny

Maurice La Marche
Yosemite Sam

Kath Soucie
Balladi Princess

Billy West
Bugs Bunny, Elmer Fudd

TECHNICAL SUPPORT (U.S. & CANADA)

Assistance Via World Wide Web

Get current technical information at the Infogrames, Inc., web-site at: http://www.ina-support.com, 24/7 and access our FAQ documents, (Frequently Asked Questions),our Hints/Cheat Codes if they 're available, and e-mail areas where you can get help and ask questions.

Help Via Telephone

Call Infogrames,Inc.'s Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that's available 24/7.
We will have automated support, our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code
combination keys, instructions for finding secret screens and/or additional game levels if they exist. Live support is available M-F, 8:00 AM until 6:00 PM (PT). We may be closed on major holidays. You can send faxes to: (425)806-0480, or write to the address below. If you encounter what may be determined to be a defective product issue such as your game freezing at the beginning or during gameplay, no display, etc., the automated system will tell you our product return and replacement options.

Product Return Procedures

If you encounter a defective product issue, you must call Tech Support at 425-951-7106. If we agree, we will issue you a Return Merchandise Authorization Number. Make sure you include this RMA#, along with your full name, address and your phone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you. Your mail should be sent to:

Infogrames, Inc.
Attn:TS/CS Dept.
13110 NE 177th Place
Suite #B101, Box 180
Woodinville, WA 98072-9965

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Step on the Laughing Gas!

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